**Flow of the app:**

The App starts with the launch screen. Once the app has been loaded, the first screen shown to the users is a tableview which contains/will contain the places the user has entered in the app and saved. The user can either add a new place by clicking the ‘+’ add button, or view and edit the information for an existing place by selecting the corresponding cell. There is also a search bar at the top which allows the user to search for a place.

If the user clicks the add button, the next screen lets the user enter some information like the place the visited and what they found most memorable about it or the highlights of the trip. The user can click the ‘save’ button to save the existing information before proceeding or can move on and save all the information entered at a later stage.

At the bottom of the screen is a button which lets the user navigate to the next screen. This screen allows the user to enter some more details about the trip. They can choose to elaborate on something earlier mentioned or enter any other information, for instance – what didn’t they like about the trip. As previously, user can click the ‘save’ button to save the existing information before proceeding or can move on and save all the information entered at a later stage.

At the bottom of the screen is a button which lets the user select an image for the trip. The image selected will later act as a thumbnail for the trip on the home page.

The buttons at the bottom of the screen allow the user to either take a picture or select an existing picture from their gallery which will then be displayed on the screen before saving it.

Note: For now, on clicking the camera button the phone’s camera will open up. As a possible improvement, a live camera could be displayed on the screen as soon as the user navigates to this screen.

The user can then save the image and all information previously entered (if they didn’t save it earlier) by clicking the save icon. Once saved, the user will be automatically navigated back to the home screen.

If the user clicks on a cell to view or edit the information and picture, they are taken through the same screens but with the data filled in.

**Pseudocode:**

The text information will be stored based on the values of the textField and textView content entered by the user in a persistent manner. The image that is selected by the user will be named with a unique identifier and will also be stored persistently along with all the other information.

Note: I am currently still looking up the different ways to store all the data in a persistent manner which will be easy to handle. Currently inclined towards Realm.

Note: The navigation and entering text has been implemented. I am currently looking up how to open up the camera and library on pressing the corresponding buttons. I have not been able to implement that yet. I am also still playing with Realm to understand it better and will most probably be sticking to that for data persistence.